

635-4451

PERMIT NO.	BUSINESS LIC. NO.	PERMIT FEE	COST	DATE
JOB ADDRESS			LEGAL DESCRIPTION	ZONE
OWNER	MAILING ADDRESS	PHONE NO.		
CONTRACTOR	MAILING ADDRESS	PHONE NO.	LICENSE NO.	
<p>(a) Building permits are required for all fences. A fence permit is not required to replace a fence, but must meet current zoning laws.</p> <p>(b) No fence shall exceed six (6) feet in height (exceptions, per Article V, Section 2, Paragraph 4, Zoning Ordinance)</p> <p>(c) No wall or fence shall be constructed or maintained over three (3) feet in height, within the front yard set backs of each zone.</p> <p>(d) Any fence constructed outside of your property, without the proper approvals and permits shall be immediately removed at your expense.</p> <p>(e) No more than one fence can be built on a lot line. (f) Fences shall be constructed finished-side facing out.</p> <p>SKETCH PLOT PLAN, LOCATION OF FENCE AND MATERIALS:</p> <p>(a) Indicate the fence materials and style.</p> <p>(b) Permit fee is \$ 32.50 and is good for 1 year from date of issue.</p>				
<p>THIS PERMIT BECOMES NULL AND VOID IF WORK OR CONSTRUCTION AUTHORIZED IS NOT COMMENCED WITHIN 180 DAYS OR IF CONSTRUCTION OR WORK IS SUSPENDED OR ABANDONED FOR A PERIOD OF 180 DAYS.</p>				
BUILDING INSPECTOR				DATE
<p>I HEREBY CERTIFY THAT I HAVE READ AND EXAMINED THIS APPLICATION AND KNOW THE SAME TO BE TRUE AND CORRECT. ALL PROVISIONS OF LAWS AND ORDINANCES GOVERNING THIS TYPE OF WORK WILL BE COMPLIED WITH WHETHER SPECIFIED HEREIN OR NOT. THE GRANTING OF A PERMIT DOES NOT PRESUME TO GIVE AUTHORITY TO VIOLATE OR CANCEL. THE PROVISIONS OF ANY OTHER STATE OR LOCAL LAW REGULATING CONSTRUCTION OR PROFORMANCE OF CONSTRUCTION.</p>				DATE
OWNER OR CONTRACTOR				

HIGHLAND MEADOWS:

- * Fence permits don't need to go through city review due to the developers design review process. Before a fence can be installed submit a copy of design approval, permit application with permit fees, and return to building department.
- * When job is complete call City of Williams Building Department for final.